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# Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

All rules 76 Vulnerability 5 Bug 9 Security Hotspot 1 Code Smell 61

Tags

Search by name...

Security.allowDomain(...) should only be used in a tightly focused manner

Vulnerability

The flash.system.Security.exactSettings property should never be set to false

Vulnerability

Dynamic classes should not be used

Code Smell

"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed

Vulnerability

"default" clauses should be first or last

Code Smell

Event types should be defined in metadata tags

Code Smell

Event names should not be hardcoded in event listeners

Code Smell

The special "star" type should not be used

Code Smell

Variables of the "Object" type should not be used

Code Smell

Methods should not be empty

Code Smell

Constant names should comply with a naming convention

Code Smell

All branches in a conditional structure should not have exactly the same implementation

Bug

Classes that extend "Event" should

Local variables should not shadow class fields

Analyze your code

Code Smell Major suspicious pitfall

Overriding or shadowing a variable declared in an outer scope can strongly impact the readability, and therefore the maintainability, of a piece of code. Further, it could lead maintainers to introduce bugs because they think they're using one variable but are really using another.

Noncompliant Code Example

```
class Foo {
    public var myField:int;

    public function doSomething():String {
        var myField:int = 0;
        ...
    }
}
```

See

- CERT, DCL01-C. - Do not reuse variable names in subscopes
- CERT, DCL51-J. - Do not shadow or obscure identifiers in subscopes

Available In:

sonarcloud | sonarqube

<div>override "Event.clone()"</div> <div> Bug</div>
<div>Constructors should not dispatch events</div> <div> Bug</div>
<div>"ManagedEvents" tags should have companion "Event" tags</div> <div> Bug</div>
<div>Objects should not be instantiated inside a loop</div> <div> Code Smell</div>
<div>Two branches in a conditional structure should not have exactly the same implementation</div> <div> Code Smell</div>
<div>Constructor bodies should be as lightweight as possible</div> <div> Code Smell</div>
<div>Only "while", "do" and "for" statements should be labelled</div> <div> Code Smell</div>
<div>Statements, operators and keywords specific to ActionScript 2 should not be used</div> <div> Code Smell</div>
<div>"for" loop stop conditions should be invariant</div> <div> Code Smell</div>
<div>Unused function parameters should be removed</div> <div> Code Smell</div>